

BETRAYAL Season of Treason

with MATTHEW LILLARD

Scenario: WRITER'S BLOCK

Dexter Norville—the sorta famous actor most people know as “that guy” from cult-classics *Yell!* and *P.I. Pup*—is in town to shoot his next film: *Thirteen Ghoulies Are All That*. Dying to prove himself a serious quadruple threat (actor/writer/director/producer), he needs a killer location for his film’s haunted setting—and it looks like this house could make the final cut. To ease Norville’s (very legitimate) concern of “drawing a mob of fans,” you agree to give him a midnight tour.

Special Rules for this scenario:

- Players cannot select Josef Brosef Hooper or Oliver Swift (the two sides of the red hero board) as a playable character. This game can only be played with 3-5 players.
- During set up, place the red figure in the entrance with the other figures. This is Dexter Norville, and he will be joining you for this scenario.
- Dexter Norville doesn’t take his own turns, instead he shows up whenever someone finds an omen. Do not make any haunt rolls when anyone finds an omen. Instead, move Dexter Norville to the tile where the omen was discovered, then consult the chart to the right and read the matching entry.
- The fourth time you draw an omen card, begin **Haunt 1**.

Dexter Norville’s Insightful Commentary:

Omens	
Dagger <i>It smells sharply of blood. Your blood.</i>	<i>Dexter’s eyes bug out as he reaches for the dagger. “Looks just like the one I used in Yell!” He traces the blade with his finger. “You’ve seen that one, right? People love it. It’s a scream, baby.”</i>
Dog <i>It stares at you with a keen intelligence.</i>	<i>Dexter glares at the dog until it yaps, causing him to flinch. “Zoinks! It’s always the little ones that getchya. Wouldn’t be surprised if those freaky jerks tried to kill all humanity someday. Maybe I should make a movie about that.”</i>
Mask <i>You can’t tell what it’s made of, but it’s very smooth and slightly warm</i>	<i>“OooOooO, maybe there’s an unmasked killer on the loose,” Dexter jokes as he lifts the mask to his face. “Maybe there are two! Haha! Hey, that would make a great plot twist.”</i>
Ring <i>It twists on itself.</i>	<i>Dexter twirls the ring and spots two letters engraved inside. “BS. Huh, those were the initials of that real estate agent who ghosted me. I heard he got so spooked that he dropped this listing and fled to Hawaii. Looks like he forgot his wedding band.”</i>
Idol <i>The idol is made of a strange, worn stone. You can’t quite make out what it is supposed to represent.</i>	<i>“Oh come on, it’s clearly a Tweens Pick Award. You know, I was almost nominated for one of those. And I would have gotten it, too, if it weren’t for that Teddy King Sr. and his meddling good looks. As if he’s all that!”</i>
Book <i>Strange scribbles cover the pages.</i>	<i>“Oh, these scribbles are Latin. I know because I went to Harvard at the end of a movie once. Hang onto that for me—it’s the perfect prop for the part in my film where the gang uncovers these spells that imprison a bunch of tortured souls.”</i>
Armor <i>Rusty, but sturdy</i>	<i>“Maybe this flick could use a little genre-bending,” Dexter muses as he knocks the helmet. “An evil wizard. A treasonous duke. Perhaps a buff farmer?”</i>
Skull <i>Delicately etched with strange marks.</i>	<i>“You think skulls are cool? You should have seen the disco ball skull on my last set: Super big. Spikey head. Really good at killing demons.”</i>
Holy Symbol <i>A silver symbol that glows in the dark.</i>	<i>Running his hand over the symbol, Dexter mutters “I understood as a child, thought as a child, but when I became a man, I put away childish things.” He looks at you expectantly. “It’s... Corinthians? No duh dude, Chapter 1, verse... ugh. Never mind.”</i>

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2 TWIST! (AND SHOUT)

Scenario Card: **Writer's Block**

Haunt Trigger: **Twist in Haunt 1 (Thirteen Ghoulies)**

Traitor: **First Player to Die**

Read First!

SETUP...

1. Shuffle the Trait Tokens face down.
2. The player to the left of the traitor takes the first turn.

OBJECTIVE...

You win when you capture Spirit Face

- Set traps using items and omens.
- Lure Spirit Face into the traps.
- Search for clues to help you.

TOKENS NEEDED...

Food/Trap Tokens -
Traps

Searched Tokens
Searched Rooms

Trait Tokens -
Clues

Once during your turn, you may

MAKE A PLAN...

While on an Item or Event tile without any monsters or Food/Trap tokens, and you have one of the listed cards, make a Might or Knowledge roll.

mask, dog, armor, mystical stopwatch, flashlight, magic camera, gun, creepy doll, mirror, dynamite, crossbow

- **4+** Bury the card and place a Food token on your tile.
- **0-3** Nothing happens.

Once during your turn, you may

SEARCH FOR CLUES...

While on an Item or Event tile without a searched token, make a Speed or Sanity roll.

- **4+** If you're on an item tile, take any item from the item deck and shuffle the deck, then put a searched token on your tile. If you're on an event tile, draw a random trait token. It's a clue which will help you in the future.
- **0-3** Nothing happens.

CLUES...

Add 1 to the result of your trait rolls for each trait token you have matching the roll. Trait tokens can be traded like items and omens.

FOOD/TRAPS...

When a monster enters a tile with a Food token, flip it to Trap. Traps have different effects depending on who triggers them.

If a Cat Creature triggered the trap, remove the Cat Creature from the board.

If Spirit Face triggered the trap, roll 4 dice and move Spirit Face up to that many tiles.

Once a trap triggers, it will not do so again until a hero enters the tile. When they do, flip the token back to food. It has been reset.

CAPTURING SPIRIT FACE...

When a trap moves Spirit Face onto another tile with a food token **or a trap token**, roll 4 dice and move him again. Repeat this as long as he keeps landing on tiles with new food or trap tokens. If Spirit Face lands on {3/4/5/x} different tiles with food or traps on them, you have captured him. **The heroes win!**

(If Spirit Face does not land on enough trapped tiles, he may resume moving if he has any moves left.)

If You Win

Read entry **04** from Story Entries.

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1 THIRTEEN GHOULIES ARE ALL THAT

Scenario Card: **Writer's Block**
Haunt Trigger: **"Fourth Omen"**
Traitor: **None**

Read First!

INTRODUCTION...

As you and Dexter study the mysterious artifact, you hear the door behind you scrape across the floor. You whirl around as it slams shut. Suddenly, out of the corner of your eye, you see the lock mechanism on one of the windows move on its own. The house is locking itself down! You're about to speak when a deep purring sounds from within the darkness. Sweat beads on your forehead as one, two... several bipedal feline creatures stalk out from the shadows. "You," Dexter breathes with a hint of vengeance. It seems this isn't the first time they've met each other.

SETUP...

1. Place 13 small monster tokens in the house on different tiles. If there aren't enough tiles, distribute them as evenly as possible. These are catlike creatures.
2. The player to the left of the Haunt Revealer takes the first turn.

OBJECTIVE...

You win when you stun all of the cat creatures.

- Use the Book and Ring to permanently remove a cat creature.

TOKENS NEEDED...

Small Monster Tokens -
Cat Creatures

Once during your turn, you may

ESCORT DEXTER...

While on the same tile as Dexter, make a Knowledge roll. Move Dexter up to that many tiles. Each tile with Cat Creatures on it costs an additional move per unstunned Cat Creature to exit, and Dexter cannot leave that tile if he doesn't have enough moves left. You cannot move Dexter onto the crawlspace, cramped passageway, mystic elevator, or laundry chute this way. He doesn't like confined spaces.

Once during your turn, you may

MAKE A HEROIC SACRIFICE...

While in the Ritual Room, make a Sanity roll. Draw that many omen cards, keep one, and bury the rest. Take that much general damage and stun any $\{\frac{3}{2}/1/x\}$ Cat Creatures. If this kills you, read entry **01** from Story Entries.

THE BOOK, THE RING AND THE MASK...

When you attack a Cat Creature, if you have the Book or the Ring, you can attack with Knowledge (book) or Sanity (ring). The Cat Creature defends with the same trait you attack with. If you win, remove the Cat Creature from the board instead of stunning it.

Bury the Mask after you use it on the Cat Creatures. They snatch it as they flee. Actually, it kind of resembles their faces...



Monster: CAT CREATURE

Might: 4 Speed: 4 Sanity: 4 Knowledge: 4

At the Start of the Monster Turn

If Dexter is in the Entrance Hall, read entry **02** from Story Entries. Otherwise, if all the Cat Creatures are stunned, **the heroes win!**

- Move all Cat Creature before any attack. They move towards Dexter by the shortest route, stopping if they reach him or a hero.
- After all Cat Creatures have moved, each one on a tile with a hero attacks that hero. Cat Creatures are not stunned while attacking.
- If any Cat Creatures are on the same tile as Dexter, roll a die for each one that isn't stunned. Move Dexter and the unstunned Cat Creatures that many tiles toward the Entrance Hall by the shortest route, ignoring all obstacles.

THE FIRST TIME A PLAYER DIES...

Read entry **03** from Story Entries.

If You Win

Dexter faces the last of the Cat Creatures and grumbles, "Now you got to die—those are the rules," before charging and dispatching it. The Cat Creature lets out a curling mew as it falls, and the doors and windows begin to unlock themselves. "Geez," he breathes "that was like, the Charlie Manson of cats." You wait for him to calm down a little bit, noticing his chest is still heaving and there's a rogue tear rolling down his cheek. You ask him if everything is okay. "It's nothing," he sighs. "It's just... sometimes I hate my job." You suggest that he could leave behind acting/directing/writing/whatever else he said he does. He looks at you as if you're speaking another language. Then, his head implodes.

2 TWIST! (AND SHOUT) - TRAITOR'S TOME

Scenario Card: **Writer's Block**

Haunt Trigger: **Twist in Haunt 1 (Thirteen Ghoulies)**

Traitor: **First Player to Die**

Read First!

SETUP...

1. Remove Dexter from the board. He has been carried off by the Cat Creatures.
2. Place the Faceless Man on your tile. Your hero is now dead.
(Their corpse retains any items/omens)
3. Give each hero their hero token.
4. Unstun all of the Cat Creatures.

OBJECTIVE...

You win when all the heroes are dead.

TOKENS NEEDED...

Faceless Man Token -
Spirit Face

Small Monster Tokens -
Cat Creatures

Hero Tokens -
Horror Trivia

If You Win

Read entry **05** from
Story Entries.

On your turn, first take a turn with the Cat Creatures...



Monster: **CAT CREATURE**

Might: 4 Speed: 4 Sanity: 4 Knowledge: 4

Move all Cat Creatures before any attack.

Then take a turn with Spirit Face.



Monster: **SPIRIT FACE**

Might: 7 Speed: 4 Sanity: 4 Knowledge: 4

He has a strange fascination with Dexter's previous movies...

Spirit Face cannot be stunned.

Spirit Face must move towards and attempt to attack a hero each turn if able. If there is more than one hero within range, you may choose which. If none are within range, you must move towards a hero by the shortest path.
It's killing time...

When Spirit Face attacks a hero who still has their hero token, first he must test their knowledge of horror trivia. You both make Knowledge rolls. If you roll higher, you may make a Might attack as normal. If you roll equal or lower, you cannot attack anyone this turn, but you take the other player's hero token. You do not have to make this roll the next time you attack that hero.

Story Entries...

DO NOT READ UNLESS INSTRUCTED!

01

Lights dim, flare, and flicker. The walls of the house creak and moan, almost as if speaking. Overwhelmed with vertigo, you close your eyes and struggle to retain control of your bladder. The house quiets. When you open them again, Dexter has vanished, and you find yourself face-to-mask with a mysterious figure. At its feet, your friend lies dead, a television smashed on their head. Well, shit.

End the turn. The player that died is now Spirit Face, the traitor. Both teams should turn to Haunt 2.

02

The Cat Creatures unsheathe their claws, battling Dexter into the entrance hall. He slams into the house's front door with a dull THUD. In the same terrifying breath, the Cat Creatures swipe at one of your friends, snagging them with sharpened talons and shoving them against the wall next to Dexter! Suddenly, a masked figure appears. It raises its bloodied dagger - and sinks it into your friend's side! Blood splatter across the decorative wallpaper as your friend slumps to the floor.

End the turn. The haunt revealer's hero is dead. They are now Spirit Face, the traitor. Both teams should turn to Haunt 2.

03

A lone Cat Creature corners your friend. "Meorrr." Several more appear from the shadows (peer pressure—these creatures are far too sensitive). They lurk toward their terrified victim, purring—then POUNCE! They slam your friend into the wall. You hear the rending of flesh. The snap, crackle, pop of bone. Just like cereal. Killer. Your friend is dead.

End the turn. The player that died is now Spirit Face, the traitor. Both teams should turn to Haunt 2.

04

With bloody hands, you snatch the mask off the mysterious killer and reveal...none other than Dexter Norville himself! He launches into his Villain Monologue, explaining this was nothing but an elaborate plot to purchase property throughout the town at discounted rates once the news of these grisly murders hit the press. It's all about the money, baby.

05

Corpses stiffen at your feet. You tear off your mask—God, it was stuffy under there. You catch your reflection in a cracked window. Dexter Norville, you devilish bastard, it's all going to plan. With these meddling nobodies out of the way, there's no one left to stop you from using your expert hacking skills to hijack a Terran Confederation satellite and enact your dastardly plot: to plummet local property values by changing their Wizlow listings, flooding their small businesses with complaints on Welp, and editing Street View images so every yard is full of inflatable holiday decorations, year-round. With prices low enough to afford on your residuals, you buy up the whole town. It'll be the perfect set for your next movie... and not just a straight-to-streaming remake... a masterpiece... a film.